

[Intro](#)[I. Stability and changes](#)[II. Two friends on the way
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INTRO

<http://www.ubu.com/aspen/aspen6A/labyrinths.html>

To be .

LABYRINTHS
and
PSYCHOLOGICAL STRESS
• • •

In a world of growing social size and intense technological developments, while at the same time we witness the obsolescence of our present systems of values and the rapidly increasing indifference, due to repetitive feedback and constant exposure to the bathos of perception, it becomes more and more difficult for man to discharge his natural aggressive drives, those basic and fundamental motors of the human mind - as Dr. Konrad Lorenz has so well proved.

By directly involving people in rapid successions of environmental changes, by intense and unexpected situations sometimes approaching the upper thresholds of tolerability, it becomes possible to liberate instinctive behavior mechanisms, thus giving us a new and deeper insight into ourselves and our environmental vironmental universe.

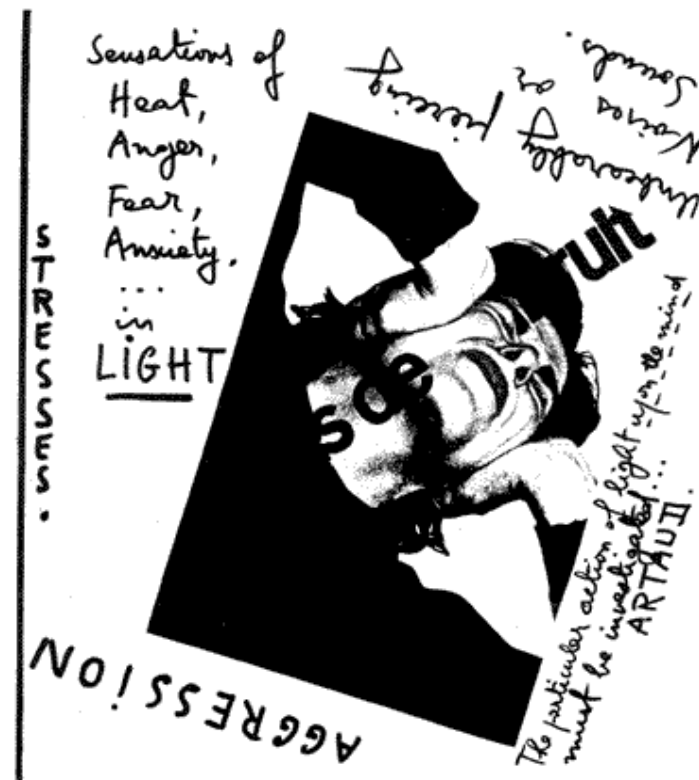
Sensory deprivation rooms, disorientation rooms, panic rooms, floating rooms, overloaded sound-and-light rooms, offer us (now all psychopaths) situations in which we can "let ourselves really go," and so discharge our aggressive drives in a safer and redirected way.

By so exploring and extending the limits of our sensibility and the comprehension of ourselves, we will be able to discover new values and ideals - so necessary in our present times, if we want to survive.

Jean TOCHE



TOCHE





Today, 2009. other strategies – we had some other other experiences
 Life style & Needs
 feel as **tribes**, **common identities**, **family**- in real life. In **nolife** it is finding it's form through internet
 uses and experiment. **No life** in its positiv ways has values, common interests + communities. The
 addiction aspect lay in its ows definition. It's **OK**. That makes it easier for the user, to act as he wish
 (like/dislike) take descisions (do/undo, not do, open/close , accept/delete - a friend).
 It makes **nolife** safer. A sense of freedom hippies where looking for (for exemple) is ^{online} real .
 Second life

I. Stability and change

Aspens n 3

Stability and Change in Human Intelligence and Consciousness

« and careful research is badly needed, but is now made impossible within the law. A vast and unknown amount of experimentation continues to be carried out by private individuals on themselves, however. »

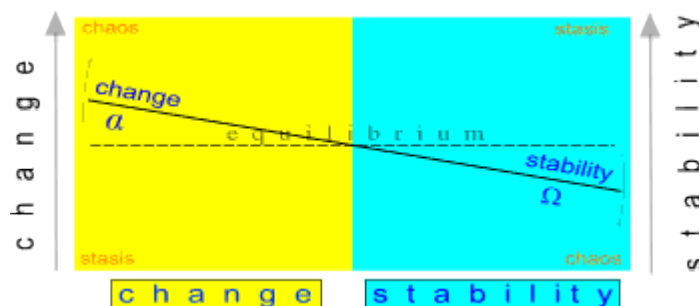
about LSD

Annual Review of Psychology

Vol. 56: 453-484 (Volume publication date February 2005)

(doi:10.1146/annurev.psych.55.090902.141913)

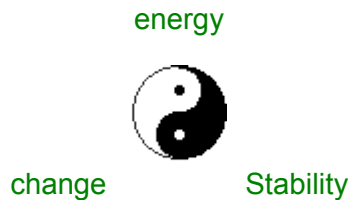
Personality Development: Stability and Change



Consequently, and as so clearly and explicitly stated in the 1st law of TD, **Change** is inherent in and intrinsic to the nature of energy. This now gives us the ultimate origin of all Change.

Moreover, since energy cannot be created or destroyed, the **Stability** of energy (as such and at its most fundamental level) is infinite - as also stated clearly and explicitly in the 1st law, as well as in the law of "The Conservation of Energy". This gives us the ultimate origin of all Stability.

We now find that both Change and Stability have their ultimate origin in the nature of energy. Consequently, Change and Stability are the bi-polar complements of the fundamental unity of energy, are inseparably interlocked, co-exist simultaneously, are relative to each other, and are inversely proportional.



Stability the key to change

For much of the past decade, change management has been a corporate mantra, but a Unitec researcher says organisations that emphasise constant change have only got it half right.

Dr Noel Burchell from Unitec's School of Management and Entrepreneurship completed his doctorate looking at stability and change within organisational culture, and he says stability is an often-overlooked part of the equation for success.

"Managers in organisations get so excited about change management they often ignore the fact that change only benefits a company if you have stability as well. Generally speaking, change costs while stability earns money."

Part of the problem, says Dr Burchell, is that stability is often viewed by managers as resistance to change or as being negative, while change is seen as always being positive. As a result, changes are readily implemented in companies - sometimes with poor results.

"Stability is often overlooked in change management interventions and in discarding the familiar, companies have sometimes thrown the baby out with the bathwater. For example, when Levene's was sold, the new company paid less attention to the painting contractors who provided regular volume business and despite other changes in marketplace practices, the business failed."

Dr Burchell looked at companies that had undergone widespread changes, as well as those which had track records of success. The most successful companies were the ones that valued both stability and change and tried to balance the two practices. Excessive change leads to chaos while too much stability leads to inertia, he says.

"Change and stability are key dimensions in organisational culture. They complement each other and you should treat them as interdependent. Companies such as 3M and Fisher & Paykel have very stable systems in place and an organisational culture that promotes stability, but they have also been able to be innovative by institutionalising change."

"Management theories concerning change and stability are in their infancy - the focus in business and business education is still on change management, with little reference to the need for, or benefits of organisational, stability."

Part of the problem, he says, is that academia and business still aren't working together as closely as they could. The broad concept of change and stability has been around for some time in management theory, but just not emphasised or articulated. Consequently, business people think in terms of change whereas the concept of stability is generally not on their radar screens.

Now there's a good proposal. But it costs time and effort that takes away from our main mission (and PythonLabs is already under a lot of pressure). I wonder if there's a commercial market for this? Maybe ActiveState could back-port important packages or language changes and insert them into ActivePython?

[proposal to semi-backport bool snipped]

> *Thus it would help us send the message I think prospective users want to hear -- that Python stands for stability AND change, that there is not necessarily a contradiction between the two goals. In a very minor way, to be sure.*

Given the requirements you give elsewhere in your message, I'm not sure how to satisfy all these constraints. Let's be concrete. Should we backport stuff to 2.1 (the earliest release I'm willing to consider)? If so, what? Look at the "What's New?" section in <http://www.python.org/2.2/>. The new Windows installer has already been backported to 2.1. Type-class unification is obviously out. So are iterators and generators (too much effort). So is // division (I think). Returning longs instead of raising OverflowError on int operations would probably break too much code, so it's better not to backport. That leaves the email package and xmlrpclib (both available as separate distros!), and large file support -- which I believe *did* get ported to 2.1.2.

> *More relevantly, I'm not sure I had managed to explain exactly why I think "stability and change" IS important to Python adoption in a certain category of software shops.*

Unfortunately, it's not clear what adaptation in that (apparently very change-resistant) category buys **Python**. IOW why should we, mostly volunteers working for the community, care?

> *What numbering or naming scheme we adopt has importance in determining what we communicate, but before that, deciding what we DO want to communicate is probably more important.*

Indeed. But I'd love it if all we need to do is change our communication patterns, because that takes much less effort than fully maintaining two separate release tracks.

> *I think such a "retroactive" rebranding of 2.2 as "bleeding-edge" would be a serious blow to those of us who have accepted it as stable enough as our base over the last 3 months -- in books, magazine articles, advocacy within our firms and outside of them, etc. For example, AB Strakt has decided 2.2 was stable enough for us (and it was being presented as such) -- our new code now uses "for x in somedict:", "if x in somedict:", etc, for example -- now hearing that it wasn't, and 2.2.X micro-releases might introduce backwards-incompatible changes, would be a real problem indeed.*

I'm happy to hear that 2.2 is stable for you -- exactly as I intended and expected. But what confuses me is that while you're happy with 2.2's stability, you don't want to testify of this fact to the more conservative shops. Rather than telling them "honestly, I cannot recommend 2.2", why don't you tell them "I've used 2.2 for three months and it's as solid as a rock"?

> *I perceive Booleans as small (albeit negatively), but both our CTO and*

> *principal investor have vehemently posted against them, so it would
> be hard to 'sell' them even if I were quite favorable.*

If I didn't suspect that you, the CTI and the P.I. together are 75% of the company, I would say that they are micromanaging you. :-)

> *Still, if that was the one hurdle to jump to get to a "stable and
> changing" release, who knows. But if jumping that small hurdle only
> gets to more of the same, either instability or feature-frozen
> versions, the carrot may be too small.*

I suspect that the people who complain that Python's rate of change is too fast are misguided. There's a lot of fuss on the newsgroup about potentially breaking code and undesired changes, and before you know it, everybody just **believes** that Python is unstable and changes too fast. But if you try it, you find very little incompatibility, and what's there is easily dealt with. The people on the newsgroup who complain that the introduction of bool is such a major change that it would only be acceptable in a major release (i.e. 3.0) vastly overestimate its impact, which is minuscule (zero in most cases).

Logajan's main gripe (and also McMillan's biggest effort in keeping his codebase cross-version portable) was about things that changed between 1.5.2 and 2.0 -- that **was** a major release. And at the time we didn't have PEPs 4-6, there was no warning module, and so on.

So maybe there's only (or mostly) a problem of **perception**?

> *I suspect that the people who complain that Python's rate of change
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> a problem of *perception*? [...]*

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> think). Returning longs instead of raising OverflowError on int
> operations would probably break too much code, so it's better not to*

Something requiring much effort is not necessarily "obviously out": it depends on how important you judge the results of those effort versus the results you could have by spending the effort elsewhere. In terms of "how it looks to actual and prospective users of Python" rather than "how much effort would it be to implement", iterators (not generators) and // division look good -- enabling "for x in dict" and "if x in dict" are two features of instant appeal -- language enhancements that do not break previously correct code.

--Guido van Rossum (home page: <http://www.python.org/~guido/>)



Volume 2, Number 7, Abstract 502, doi:10.1167/2.7.502 <http://journalofvision.org/2/7/502/> ISSN 1534-7362
Page 502a 502 502/

The role of object stability in change blindness and change blindness blindness

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Kent State University, USA

Daniel T. Levin

Abstract

People are poor at detecting changes in their visual environment (change blindness). In addition, people predict they will notice more changes than they actually do (change blindness blindness). Here we explore whether change blindness, and possibly change blindness blindness, is affected by object stability. Object stability refers to the plausibility or probability that an object will change from one moment to the next. For example, it is plausible for a red car to be at a stop sign one moment and a silver car the next moment (unstable object change), but implausible that there will be a stop sign at an intersection one moment and then a yield sign the next moment (stable object change). In Experiment 1 we asked participants to detect changes (to stable or unstable objects) in naturalistic scenes. Participants were better at detecting changes for unstable objects than for stable objects. In addition, we asked whether observers are blind to the role stability plays in change detection. In Experiment 2 participants viewed the same scenes as in Experiment 1, and judged whether they would detect each of the changes. In contrast to change detection findings, observers predicted better change detection for stable objects than unstable objects. This inaccurate belief may explain why there are different levels of change detection for stable and unstable objects. If subjects expect relative ease in detecting changes to stable objects they may focus on these objects less closely, thus leading to increased change blindness for stable objects.

```
//
var theForm = document.forms['aspnetForm'];
if (!theForm) {
    theForm = document.aspnetForm;
}
function __doPostBack(eventTarget, eventArgument) {
    if (!theForm.onsubmit || (theForm.onsubmit() != false)) {
        theForm.__EVENTTARGET.value = eventTarget;
        theForm.__EVENTARGUMENT.value = eventArgument;
        theForm.submit();
    }
}
//]]&gt;</pre></div><div data-bbox="92 763 166 779" data-label="Section-Header"><h3>History</h3></div><div data-bbox="90 778 573 796" data-label="Text"><p>Received October 16, 2002; published November 20, 2002</p></div><div data-bbox="92 795 172 811" data-label="Section-Header"><h3>Citation</h3></div><div data-bbox="90 811 867 862" data-label="Text"><p>Beck, M. R., &amp; Levin, D. T. (2002). The role of object stability in change blindness and change blindness blindness [Abstract]. <i>Journal of Vision</i>, 2(7):502, 502a, <a href="http://journalofvision.org/2/7/502/">http://journalofvision.org/2/7/502/</a>, doi:10.1167/2.7.502.</p></div><div data-bbox="239 866 758 887" data-label="Text"><p><input type="checkbox"/> Your changes details were not recognised. Please try again.</p></div><div data-bbox="311 915 665 930" data-label="Page-Footer"><p>Charly Joker's miscellaneous library – Notes</p></div><div data-bbox="868 915 887 930" data-label="Page-Footer"><p>8</p></div>
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NO MAJOR CHANGES SEEN IN STABILITY OF ANTARCTIC ICE SHEET

COLUMBUS, Ohio -- The interior of the West Antarctic ice sheet -- the largest grounded repository of ice on the planet -- isn't melting rapidly, is reasonably stable and has been so for more than a century.

That's the conclusion drawn by an international team of scientists who analyzed five years of satellite radar measurements covering a large part of the southernmost continent. Their report was published in a recent issue of the journal *Science*.

[...]

This project was supported in part by the NASA Physical Oceanography Program and the United Kingdom Natural Environment Research Council.



II. Two friends on the way

A. Social engineering (political science)

This article is about attempts to influence popular behavior. For social engineering as it applies to manipulation of individuals, see Social engineering (security).

Social engineering is a concept in political science that refers to efforts to influence **popular attitudes** and **social behaviour** on a large scale, whether by governments or private groups. In the political arena the counterpart of social engineering is political engineering.

For various reasons, the term has been imbued with negative connotations. However, virtually all law and governance has the effect of changing behavior and can be considered "social engineering" to some extent. Prohibitions on murder, rape, suicide and littering are all policies aimed at discouraging undesirable behaviors. In British and Canadian jurisprudence, changing public attitudes about a behaviour is accepted as one of the key functions of laws prohibiting it. Governments also influence behavior more subtly through incentives and disincentives built into economic policy and tax policy, for instance, and have done so for centuries.

In practice, whether any specific policy is labeled as "social engineering" is often a question of intent. The term is most often employed by the political right as an accusation against anyone who proposes to use law, tax policy, or other kinds of state influence to change existing power relationships: for instance, between men and women, or between different ethnic groups. Political conservatives in the US have accused their opponents of social engineering through the promotion of political correctness, insofar as it may change social attitudes by defining "acceptable" and "unacceptable" language or acts. The right has itself been accused of social engineering due to its promotion of Abstinence-only sex education, Sodomy laws, and state sponsored school prayer.

all addicted people manipulate

who is addicted to who?
Manipulators or manipulated

Morning Glory
Administrator



B. Junk in genie ring (civil Obediance)

Directions: If you (/THEY) currently use any of the following behaviors in your relationships with people in your life, mark yes.

- ___ yes ___ no (4) Play stupid
- ___ yes ___ no (5) Act incompetent
- ___ yes ___ no (6) Act angry
- ___ yes ___ no (7) Throw temper tantrums
- ___ yes ___ no (8) Say "anything you want" when you don't mean it
- ___ yes ___ no (9) Act compliant when you don't want to
- ___ yes ___ no (10) Lie about how you feel
- ___ yes ___ no (14) Act depressed
- ___ yes ___ no (15) Act befuddled or confused
- ___ yes ___ no (16) Tell stories or fabrications
- ___ yes ___ no (17) Use hyperbole or exaggeration to build up problems
- ___ yes ___ no (18) Act as a "wedge" between people keeping them divided against one another
- ___ yes ___ no (19) Act judgmental or shame people
- ___ yes ___ no (20) Use guilt trips
- ___ yes ___ no (21) Use ridicule
- ___ yes ___ no (22) "Cry wolf"
- ___ yes ___ no (23) "Looking good" for the other
- ___ yes ___ no (24) People pleasing
- ___ yes ___ no (25) Passive aggressiveness
- ___ yes ___ no (26) Act hurt or wounded
- ___ yes ___ no (27) Act ignored or forgotten
- ___ yes ___ no (28) Act unloved or uncared for
- ___ yes ___ no (29) Blame others for your problems
- ___ yes ___ no (30) Kiss up
- ___ yes ___ no (31) Act overly solicitous
- ___ yes ___ no (32) Ingratiate yourself with others
- ___ yes ___ no (33) Exaggerated sincerity
- ___ yes ___ no (34) Overly charming
- ___ yes ___ no (35) Act "out of it"
- ___ yes ___ no (36) Act "sorry" for your bad behaviors
- ___ yes ___ no (37) Insincere promising of change or reformation of behaviors
- ___ yes ___ no (38) Act as if you don't have value or worth
- ___ yes ___ no (39) Keep everybody upset to keep focus off you
- ___ yes ___ no (40) Keep people around you in competitive relationships

by James J. Messina, Ph.D. & Constance M. Messina, Ph.D.

III. Memetic

Imitation =====> Changes

Memetic engineering is a term developed and coined by three individuals; Leveious Rolando, John Sokol, and Gibran Burchett while they researched and observed the behavior of people after being purposely exposed (knowingly and unknowingly) to certain memetic themes. The term is based on Richard Dawkins' theory of memes.

- The process of developing memes, through meme-splicing and memetic synthesis, with the intent of altering the behavior of others in society or humanity.
- The process of creating and developing theories or ideologies based on an analytical study of societies, cultures, their ways of thinking and the evolution of their minds.
- The process of modifying human beliefs, thought patterns, etc.

According to the theory, the effect a meme has on society is based on the application of the meme after

understanding

the qualities essential to the meme. For example, Rolando, Burchett and Sokol expand on their concept and explain that "Race" and "Racism" are memes comprised of several other memes, some of which have positive connotations in societies that reject racism. According to the theory Memetic engineering is simply put, the analysis of an individual or individual's behavior, the selection of specific memes and the distribution or propagation of those memes with the intent of altering the behavior of others. A memetic engineer doesn't particularly have to consciously make the decision to alter another individuals behavior. It can happen unconsciously when specific behavior is observed, transmitted and then replicated within the observer. The process of creating and developing theories or ideologies based on an analytical study of societies, cultures, their ways of thinking and the evolution of their minds. Memes themselves are neither good nor bad. For example Race is an ideology that is made up of several memes. When a Meme is introduced, those concepts begin to take on their own process of evolution based on the person who adopts the ideology internalizes it, and reintroduces it into society causing it to spread like a virus.

According to the above **theory**, typical memetic engineers include scientists, industrial designers, ad-men, artists, publicists, political activists, and religious missionaries.

Dawkins agrees that much of theology and other theoretical aspects of religion can be viewed as the careful, even worshipful, handling of extremely powerful memeplexes with very odd or difficult traits.

Origins

Memetic Engineering developed from diverse influences, including cutting-edge physics of consciousness and memetics research, chaos theory, semiotics, culture jamming, military information warfare, and the viral texts of iconoclasts William S.Burroughs, J.G Ballard, and Genesis P-Orrige. It draws upon **Third** Culture sciences and conceptual worldviews for Social Engineering, Values Systems Alignment, and Culture Jamming purposes. The savvy memetic engineer is able to isolate, study, and subtly manipulate the underlying values systems, symbolic balance and primal atavisms that unconsciously influence the individual psyche and collective identity. A highly educated but susceptible intelligentsia, worldwide travel, and information vectors like the Internet, cable television, and tabloid media, means that hysterical epidemics and disinformation campaigns may become more common. This warfare will be conducted using aesthetics, symbols, and doctrines as camouflage that will ultimately influence our cultural meme pool.

Fictional and Applied memetic engineering in fictional and applied life conditions

Fictional descriptions of memetic engineering include [Isaac Asimov's seminal *Foundation* Trilogy](#) (New York: Bantam Books, 1991), [George Gurdjieff's artificial mythology *Beelzebub's Tales to His Grandson*](#) (New York: Penguin USA, 1999); [Neil Stephenson's novels *Snow Crash*](#) (New York: Bantam Spectra, 1993) and *The Diamond Age* (New York: Bantam Spectra, 1996); and [Robert W. Chambers' unearthly *The King in Yellow*](#) (Buccaneer Books, 1996) tome, which influenced seminal horror author [H. P. Lovecraft](#).^[1]



Game theory provides an empirical means of advancing the science of memetics. Memetic game theory, attempts to mathematically capture behavior in strategic situations; where an individual's success in making choices depends on the choices of others, based on past experiences, emotional behavior and learned behavior. It also offers a scientific approach to analyzing social interactions.

Indeed. But I'd love it if all we need to do is change our communication patterns, because that takes much less effort than fully maintaining two separate release tracks.

A confidence trick or **confidence game** (also known as a bunko, con, flim flam, gaffle, grift, scam, scheme, or swindle) is an attempt to defraud a person or group by gaining their confidence.

Notable con artists.

[Gregor MacGregor](#) (1786–1845) – Scottish conman who tried to attract investment and settlers for a non-existent country of Poyais.

[George C. Parker](#) (1870–1936) — US con man who sold New York monuments to tourists.

[Scotty](#) (1872–1954) a prospector, performer, and con man, who was made famous by his many scams involving gold mining and the iconic mansion in Death Valley, popularly known as Scotty's Castle.

[Victor Lustig](#) (1890–1947) – born in [Bohemia](#) (today's [Czech Republic](#)) and known as "the man who sold the [Eiffel Tower](#)"^[10]

[Eduardo de Valfierno](#) – Argentine con man who allegedly masterminded the theft of [the Mona Lisa](#) in 1911.

[Clifford Irving](#) (1930) – US writer, best known for an "authorized autobiography" of [Howard Hughes](#) that turned out to be a hoax.

[Kevin Trudeau](#) (1963) – US writer and billiards promoter, convicted of fraud and larceny in 1991, known for a series of late-night infomercials and his series of books about "Secrets 'they' don't want you to know about."

[Frank Abagnale](#) (1948) – former US con artist, check forger and impostor; his autobiography, *Catch Me If You Can*, was made into a movie.

[Gert Postel](#) (1958) – German medical con, a simple postman who for decades pretended to be a medical doctor, worked from 1995 for almost 2 years as a psychiatrist in a small province hospital in Saxony.



Outro

Do

ideas, symbols or practices

transmit

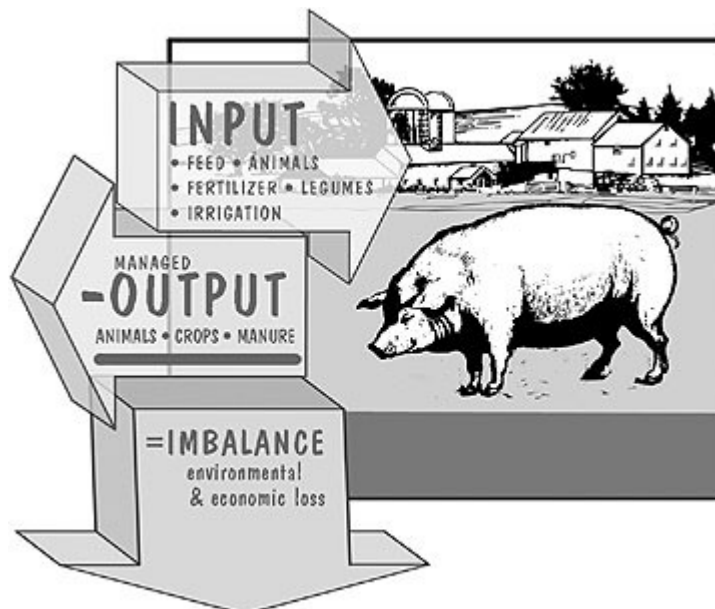
speech, gestures, rituals, or other imitable phenomena

What to imitate Which Models?

Dont worry:

NATURAL SELECTION

(the Next edition of Charly's Joker miscellaneous)





melodies, catch-phrases, and beliefs, clothing/fashion, and the technology of building arches.